

SIR PATREK HALVAR

FIGHTER (ELDRITCH KNIGHT) 9

"A SHARP BLADE ENDS CONFLICT. A SHARPER MIND PREVENTS IT."

MEDIUM HUMANOID (HUMAN)

LAWFUL NEUTRAL

Armor Class 21

Hit Points 85

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Proficiency Bonus +4

Saving Throws Strength +8, Constitution +7

Skills Athletics +8, Arcana +6, History +6, Perception +5

Senses Passive Perception 15

Languages Common, Draconic

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple and martial weapons

Tools: Gaming set (dice), land vehicles (military training)

CLASS FEATURES & TRAITS

Fighting Style — Defense While wearing armor, you gain a +1 bonus to AC (already included).

Second Wind (1/short rest) Bonus action to regain 1d10 + 9 hit points.

Action Surge (1/short rest) On your turn, take one additional action (before/after your regular action/bonus action).

Extra Attack You can attack twice, instead of once, whenever you take the Attack action on your turn.

Indomitable (1/long rest) Reroll a failed saving throw. You must use the new roll.

Weapon Bond Bond with up to two weapons during a 1-hour ritual. You can't be disarmed of a bonded weapon unless incapacitated. As a bonus action, you can summon a bonded weapon to your hand if it's on the same plane.

War Magic When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.



ACTIONS

Longsword (bonded). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing; or 9 (1d10+4) slashing if wielded two-handed (no shield).

Shield Shove. As part of the Shove special melee attack, contest your Athletics +8 vs target's Athletics/Acrobatics to knock prone or push 5 ft.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6+4) piercing.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing

BONUS ACTIONS

War Magic: Make one weapon attack after casting a cantrip with your action.

Second Wind (when available).

Summon bonded weapon (Weapon Bond).

SPELLCASTING (ELDRITCH KNIGHT 9)

Spellcasting Ability Intelligence (spell save DC 14, spell attack +6).

Cantrips Shockign Grasp, Blade Ward

1st Level (4) Shield, Protection from Evil and Good, Magic Missile, Thunderwave

2nd Level (2) Shatter, Misty Step, Mirror Image

